
B and D-channels window

The B and D-channels window displays the channels on the selected digital trunk. It allows you to execute overlay commands for a selected channel by choosing commands from the **Maintenance** menu. The results appear in the Command Results area of the window. The **Cancel** button allows you to terminate a command in progress.

The following types of channels appear in the B and D-channels window:

- B-channel on a PRI/PRI2/DTI/DTI2/DPNSS loop
- D-channel on DCHI Card
- D-channel on MSDL Card
- Real Analog Channel (RAC)
- Real Digital Channel (RDC)
- Virtual Analog Channel (VAC)
- Virtual Digital Channel (VDC)

Launching B and D-channels

From the System window, under **Core Equipment**, double-click the **Network Loops** icon. Select a PRI/PRI2 loop. From the **Maintenance** menu or the right mouse popup menu, select **Channels**. The B and D-channels window appears.

B and D-channels column definitions

The B and D-channels window provides columns of information about each loop in the system. The B and D-channels list is initially sorted by Channel number. Table 15 describes each column.

Table 15
 Column definitions

Column Name	Description
Channel Number	Number associated with the channel. PRI loops may have 0-23 channels; PRI2 loops from 0-29 channels.
Type	Type of channel.
Status	Current status of the channel.

Supported Commands

Table 16 lists the supported hardware and commands. Use System Terminal for hardware or commands not supported by the B and D-channels window.

Table 16
 B and D-channels

Hardware	Supported	Commands supported
The window contains the list of channels for the selected loop. D-channels can also be accessed from the I/O ports window. DPNSS loops have both real and channels	yes	all, except enable all channels on DTI cards and loopback test commands.